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Call it a sequel...
And you'll land up flat on your back.

They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User). And who are we to argue? But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectaclular backflip). Re-mixed music by ROB HUBBARD. And Balls!



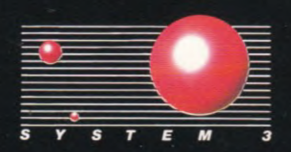






COMMODORE SCREENS

UQD 713





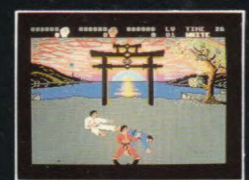
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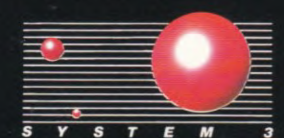
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Game design and C64 programming by Archer Maclean
Spectrum and Amstrad versions by Dan Michek.

A Software Studio Production in association with Marjacq Micro

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Distributed by Activision (UK) Ltd

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